



BLACK OAK CASINO

"There is no comparison [to Endura] when it comes to video quality, playback features and functionality, as well as the ability to immediately review video to resolve problems. Likewise, searching video is easy and, of course, we have realized great savings when it comes to changing tapes and the costs associated with doing so."

-Delmar Geisdorff, Chairman of the Tribal Gaming Agency

MISSION

The 165,000 square-foot Black Oak Casino in Northern California needed a high-quality video security solution that would not only satisfy casino security needs, but also meet strict requirements from multiple gaming agencies and associations for image quality and retention. They required high quality images at full frame rate, and they sought a digital extension to their analog matrix, as well as a solution that will scale with their future needs.

SOLUTION

Black Oak selected an Endura system with two System Managers, five Workstations and a dozen NVRs. EnduraStor™ technology allows them to manage storage needs and costs while retaining video for archival purposes. Endura's virtual matrix performance, enabled by its distributed architecture, enables Black Oak security operators to view any of the more than 500 cameras in the casino on any monitor at any time in any place, playing a critical role in ensuring security throughout the facility.

RESULT

Coupled with the large system 9780 video matrix switch, Endura provides the scalability, flexibility and functionality that Black Oak required, in a system that is easy to learn and easy to use. "A couple of the guys in the control room never really had much computer experience before starting here (Black Oak Casino)," explains Patrick Castro, Director of Surveillance. "But the Endura system is literally as easy as pointing, clicking and dragging the mouse. After minimal training, it's as if they've been working it for years."

AT A GLANCE

INDUSTRY:
CASINO

GEOGRAPHY:
TUOLUMNE, CA, USA

KEY CRITERIA

- STORAGE
- IMAGE QUALITY
- DIGITAL EXTENSION
- SCALABILITY

